Packaging for PC

If you need VR Project settings can be found here.

Getting Started

The documentation, listed below, is extremely helpful to help configure your project for packaging. The article below does not cover optimizations, advanced packaging, or the build tools needed to compile the project (those are listed below).

> In this field, you will find many synonyms for workflows, tools, etc. **Packaging** in Unreal is also referred to a **Build**, an **EXE** (Windows), an **APK** (Android), an **App** or **Application**, or a **Distributable**.

Packaging Tools Needed

Visual Studio will need to be installed, along with the following **components/workloads** from the Visual Studio Installer. Generally, these **packages are already installed on SCiL workstations**.

- Install .NET SDK
- Game development with C++ **[Workload]**

Unreal Engine Documentation:

Packaging Your Project | Unreal Engine 5.7 Documentation | Epic Developer Community

> Double-check your **default maps**! You may want to view the above documentation or click here



Menu to package a project. Note: 5.7 and up you will need to select the platform under "package for."

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